

FACT SHEET

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NINTENDO GAMECUBE™ HARDWARE SPECIFICS

Launch Dates (MSRP):	Japan - Sept. 14, 2001 (25,000 yen) North America - Nov. 18, 2001 (\$149.99 - Now \$99.99) Europe - May 3, 2002 (199 euros)
Media:	Three-inch proprietary Nintendo GameCube Disc based on Matsushita's Optical Disc Technology, with approximately 1.5 GB capacity
Peripheral Devices:	Memory Card 59, Nintendo GameCube Game Boy® Advance cable; WaveBird® Wireless Controller; Memory Card 251; Adapter; 56Kbps, V.90, Modem Adapter; Broadband Adapter; Component AV Cable, and Digital Video Cable; Game Boy® Player.
Controller:	To provide more comprehensive and intuitive play control, Nintendo added new features to the Nintendo GameCube controller, including a second analog control stick, left and right analog trigger buttons, and a built-in rumble motor. The Nintendo GameCube controller has two grips and the controls for the left and right hands have been separated into two "systems." The right-side buttons have been rearranged to allow the user to set the 'A' Button home position, making the role of each button more natural.
Connectivity:	The unit also can connect to a Nintendo GameCube console via the Nintendo GameCube Game Boy Advance cable. Games compatible with this cable can offer a variety of ground-breaking features: from exchanging data or unlocking new

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game levels to allowing the Game Boy Advance to be used as a supplemental game screen or input device.

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Nintendo GameCube technical details:

MPU ("Micro Processing Unit")	Custom IBM Power PC "Gekko"
Manufacturing Process	0.18 micron IBM Copper Wire Technology
Clock Frequency	485 MHz
CPU Capacity	1125 Dmips (Dhrystone 2.1)
Internal Data Precision	32-bit Integer & 64-bit Floating-point
External Bus	1.3 GB/second peak bandwidth 32-bit address space 64-bit data bus 162 MHz clock
Internal Cache	L1: Instruction 32KB, Data 32KB (8 way) L2: 256KB (2 way)
System LSI	Custom ATI/Nintendo "Flipper"
Manufacturing Process	0.18 micron NEC Embedded DRAM Process
Clock Frequency	162 MHz
Embedded Frame Buffer	Approx. 2 MB
	Sustainable Latency: 6.2ns (1T-SRAM)
Embedded Texture Cache	Approx. 1 MB
	Sustainable Latency: 6.2ns (1T-SRAM)
Texture Read Bandwidth	10.4 GB/second (Peak)

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Main Memory Bandwidth	2.6 GB/second (Peak)
Pixel Depth	24-bit Color, 24-bit Z Buffer
Image Processing Functions	Fog, Subpixel Anti-aliasing, 8 Hardware Lights, Alpha Blending, Virtual Texture Design, Multi-texturing, Bump Mapping, Environment Mapping, MIP Mapping, Bilinear Filtering, Trilinear Filtering, Anisotropic Filtering, Real-time Hardware Texture Decompression (S3TC) Real-time Decompression of Display List, HW 3-line Deflickering Filter
Audio Processing	(Incorporated into the System LSI)

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Sound Processor	Custom Macronix 16-bit DSP
Instruction Memory	8KB RAM + 8KB ROM
Data Memory	8KB RAM + 4KB ROM
Clock Frequency	81 MHz
Performance	64 simultaneous channels, ADPCM encoding
Sampling Frequency	48KHz
Performance	
Floating-point Arithmetic Capability	10.5 GFLOPS (Peak) (MPU, Geometry Engine, HW Lighting Total)
Real-world Polygon	6 to 12 million polygons/second (Peak) (Assuming actual game conditions with complex models, fully textured, fully lit, etc.)
System Memory	40 MB
Main Memory	"Splash" 24 MB MoSys 1T-SRAMApprox. 10ns Sustainable Latency
A-Memory	16 MB (81 MHz DRAM)
Disc Drive	CAV (Constant Angular Velocity) System

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Average Access Time	128ms
Data Transfer Speed	16Mbps to 25Mbps
Media	3-inch Nintendo GameCube Disc based on Matsushita's Optical Disc Technology
Capacity	Approx. 1.5GB
Input/Output	4 Controller Ports 2 Memory Card Slots Analog AV Output Digital AV Output 2 High-speed Serial Ports High-speed Parallel Port
Power Supply	AC Adapter DC12V x 3.5A
Dimensions	4.3"(H) x 5.9"(W) x 6.3"(D)

*The peak figures listed are all for maximum instantaneous performance and cannot be achieved in an actual game. However, following the conventions of the game industry, they are listed for your reference.

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